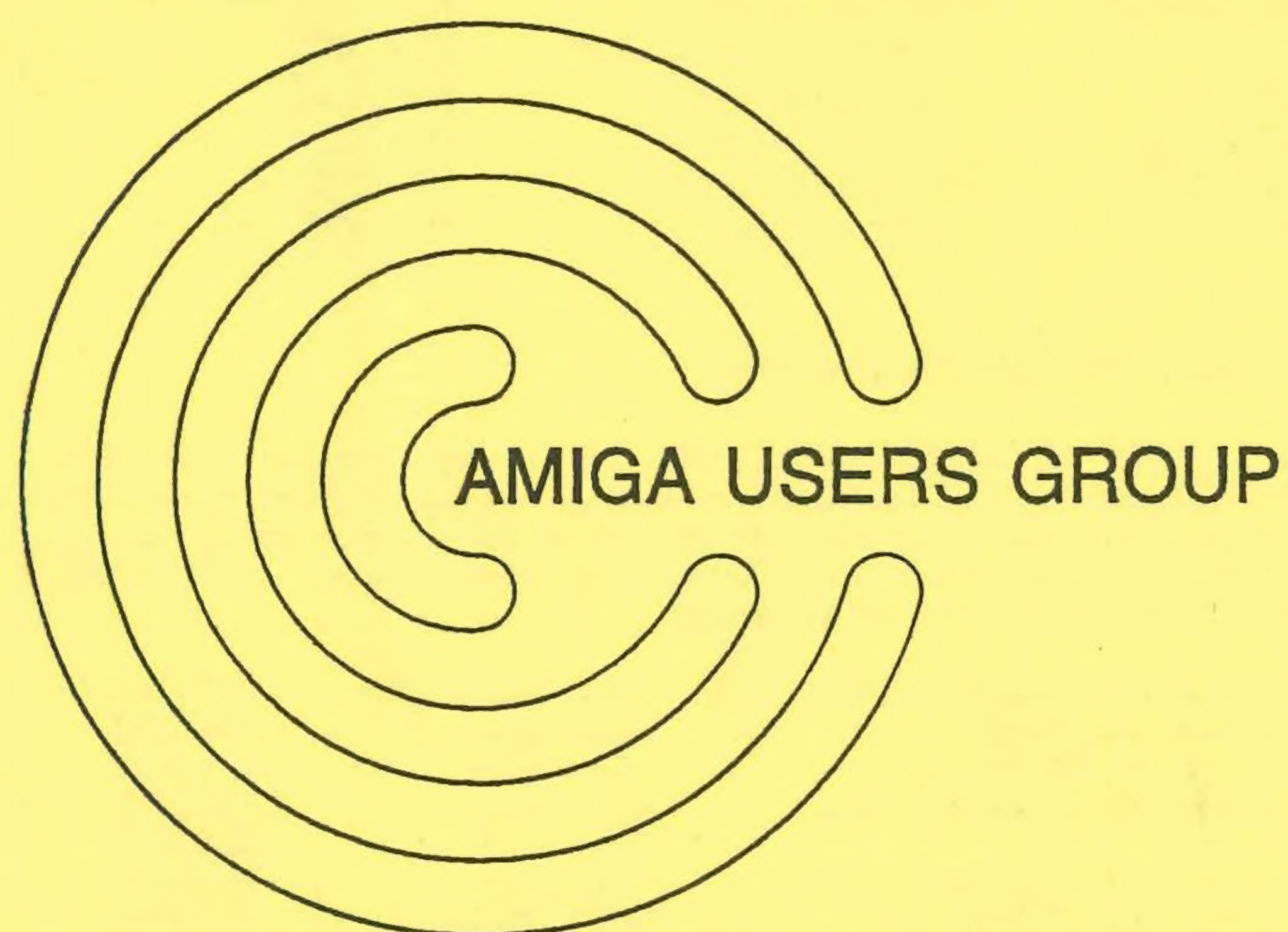


WORKBENCH

Journal of Amiga Users Group., Inc. G.P.O. Box 684E Melbourne 3001 Victoria Australia
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AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia

Who are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

Membership

Membership of the Amiga Users Group is available for an annual fee of \$30 plus an initial joining fee of \$5. Membership forms are available from AUG and in this Journal. Send completed form with a cheque or money order for \$30 to the address above.

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AUG has an extensive collection of Amiga Related Books, Magazines and Tapes. Disks from our Public Domain Library are available for \$2 each on your own disks or for \$4 each on AUG supplied disks, which includes postage. Details of latest releases are printed in this Journal and a catalog disk is available.

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AUG negotiates discounts for its members on hardware, software and books. Currently TECHNICAL BOOKS in Swanston Street in the city off AUG members 10% discount on computer related books, as does MCGILLS in Elizabeth Street. ANOTHER WORLD computers in Coburg, MVB Croydon and COMPUTER MAGIC Moonee Ponds offer good deals, while MAXWELLS in Abbotsford offer 10% off RRP on all software.

The Bulletin Boards

The AUG operates 2 bulletin boards devoted to the Amiga. They can be accessed 24 hours a day on the numbers listed below. Parameters should be set to 8 data bits, 1 stop bit and no parity.

Amiga Central
370 0832

Sysop: Frank Lowe

Ratz
553 0305

Sysop: Howard Alexander

CLUB EVENTS

For details of club events and meeting dates, check SIG Reports and the AUG calendar inside the back cover. An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for a \$2 per issue handling & postage charge. Back issues are also available at meetings. Contact the committee for pricing on bulk orders.

Workbench Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central or Ratz BBS's in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadlines for articles is the first Wednesday of the month of Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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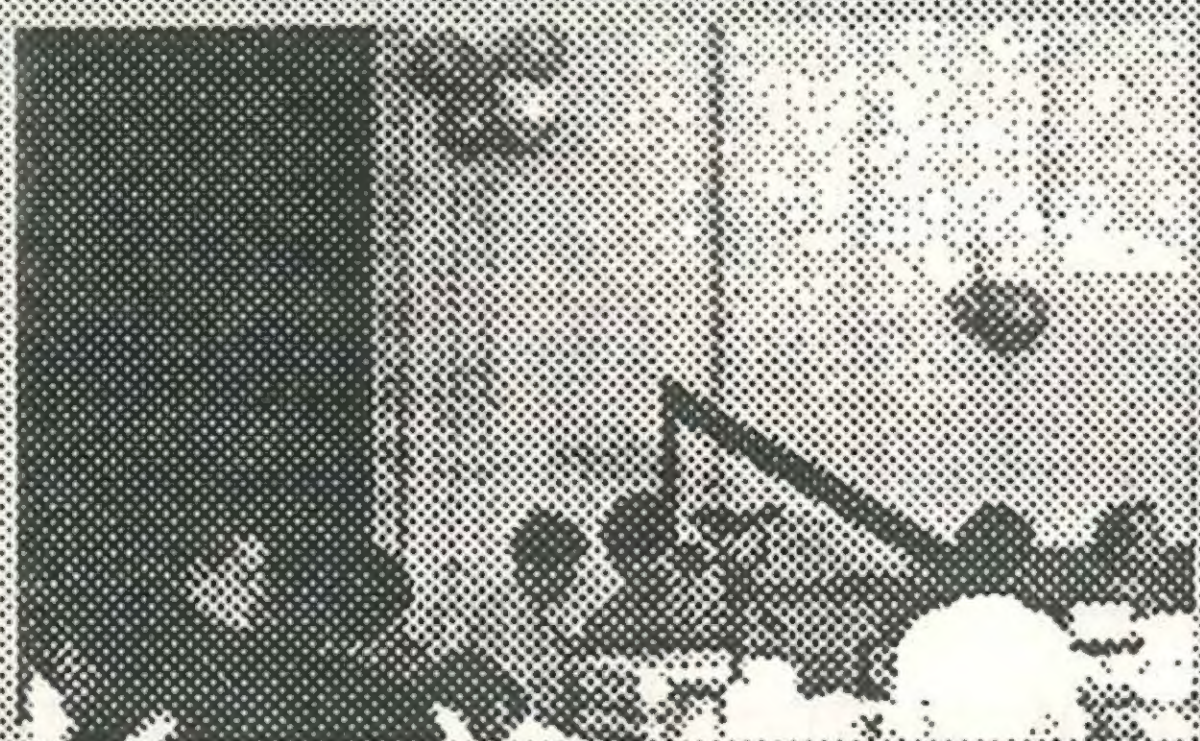
Here is a list of AUG members who have volunteered to share their knowledge/experience with others. If you want to help and have your name listed here please contact the editor. They are not listed in any order or priority. Please keep contacts to reasonable hours (6-9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

Introduction to the Amiga / ProWrite	Rudy Kohut	- 807 3911
Amiga Basic (Advanced)	John Elston	- 375 4142
Amiga - A/C & AMOS basics	Bill Jordan	- 417 3521
C (Introductory), Professional Page	Mal Woods	- 888 8129
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Beginners Help / Amiga Art	John Barlow	- 551 4760
Public Domain	Rob Pemberton	- 571 4579
Graphic Arts - DPaint, Scult etc.	Joe Santamaria	- 383 3509

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Pagestream 2.2

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Editorial

Do you think this magazine should change its name?

I've been thinking about this for a while, but now, with the advent of the Amiga CD32, we will with any luck have a new body of "Amiga" users who might never use their games console as a computer and never see the Workbench operating system. Let's face it, with the CD32 the Amiga is no longer just an incredibly powerful and versatile computer capable of running multiple operating systems, its now also a righteous games machine!

At the other end, Commodore are reported to be working on a new Amiga (or maybe even a range of Amigas) based on RISC processors which will be compatible with Microsoft's Windows NT operating system so even the computer users might not see Workbench!

It might be argued that these separate groups of users could have independent user groups, but I don't think this would be the best option; the Apple User's Society of Melbourne (A.U.S.O.M.) has demonstrated that a united front in it's dealings with Apple Computers has had benefits for users of the entire Apple range of products. A united group would have more clout with Commodore, and more power in dealing with suppliers (in terms of arranging group discounts and consumer protection etc).

We might also find the benefit that as users of the lower level systems upgrade, they will stay with the Amiga range, instead of as often happens defecting to another platform, and maybe the A.U.G. could help with this.

Whether or not a change of name would be appropriate, there's still the problem of finding a new one, and unless we can find a good one (that is, one I like and the rest of A.U.G. accepts) we won't be changing. In any case, this is just my opinion, and I should point out that none of my editorials necessarily reflect any official views of the A.U.G. or any other members. (Although I like to hope they do, although I was surprised at not getting any criticisms or complaints over my outburst last issue.)

John Rowley

Homesglen Raffle

1st Prize - Scene Generator (worth \$50)

2nd Prize - Megadisc (worth \$18)

3rd Prize - 5 disks of PD (worth \$10)

Tickets \$1.00

NWAUG Amiga Expo 1993

by Frank Lowe - Amiga Expo Chair Person

Sunday the 31st of October 1993. The first Amiga Expo to be held in the North Western suburbs. The idea sprang up during the Expo at the Malven Town Hall early this year. We saw the opportunity to help promote the Amiga Users Group, as well as the Amiga itself in one event. The planning started, and a lot of donated time and effort later the Amiga Expo was on.

It was an early start on Sunday morning; MVB were working out ways to back the truck up through the door to get in before 7 am. Only three hours to setup, but with the volunteer members we were ready for the 10 am opening. It was a real team effort on the day, all those taking on the task of Expo Staff and Expo Supervisors lending their hands to all the necessities of the day.

The Expo committee was made up of the NWAUG committee as it was before the recent election. We were Frank Lowe, Andrew Amor, Simon Shead, Hugh Leslie, Leon Wood, George Wahr, Gregg Rowbury and Chris Slater. These people organized the whole event and were given great support by AUG members and the exhibitors.

The exhibitors were: MVB computers, HC Software, John

Rowe, Australian Commodore and Amiga Review magazine, Australasian Amiga Developers Association, Software Buyers Service, Quasar Distributions, Opal Technology, Computa Magic, Another World Computer Centre and Interacta Computer Systems. Also supporting the cause was Dennis Nicholson, the Virtual Reality machine, and the Amiga Users Group.

The AUG stand was selling PD software, the NWAUG demo pack (by Peter Thompson), font packs, AGA packs, Megadisks and AUG memberships. There were also heaps of demos running such as the Psygnosis demo, Amax II+, animations. The Simon's BEAST system was there showing what can be done with "a bit of memory and more than average CPU power", actually it's what we all want in our Amiga. Virtual Reality Labs (USA) sent product handouts as well as 4 of their latest software packages. These will be used as prizes to those who joined up at the Expo and also at the next AUG meeting (Sunday 21st November). ASDG (USA) helped out by sending their demo tape and product handouts.

Our main door prize of a CD32 was donated between Commodore, ComputaMagic and AnotherWorld Computer

Centre, through the efforts of Vince Morton. The winner was Gary Hansen. We also had another three door prizes donated on the day. VidiAmiga 12, video digitizer from ComputaMagic, won by Kirsten Demmler. PC-Task, IBM emulation through software, from Quasar Distribution, won by Brendon Pywell. And full access to Guru Meditation Bulletin Board System (326-0440) from George Seremetidis, Sysop, won by Sandra Brunhead.

Vince loaned us the ticket barrel, used in the drawing of the prizes.

We hope everyone enjoyed themselves on the day and we hope to make this a regular event. The expo was declared a great success. See you at the next meeting.

Crazy Diamond

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Amiga 1200/4000: The 1,000,000 Colour Machine!

by Angelo Bronchinetti

Have you seen the new Amigas 1200 & 4000? There seems to be some confusion about how many colours the new HAM8 graphics mode can display. According to Commodore Amiga it can display over 262,000 colours simultaneously. But according to Amiga Computing the figure is over 786,000 colours. So who is right? From what I understand about HAM8 the actual figure is over 1,000,000 colours - a combination of the two estimates and the philosophies used to calculate them.

You see, HAM8 works as follows:- the colour of a pixel can be taken from one of 64 24 bit colour registers (providing a choice of 64 colours from a palette of 16.7 million). Alternatively the colour of a pixel can be that of the pixel to the left with one of the primary colour values changed. The HAM8 graphics mode uses eight bit planes - 8 bits per pixel. If the first two bits are 00 the next six bits select a colour register for the colours of the pixel - one of 64.

With 01 as the first two bits the colour is taken from the pixel to the left and the red value changed to the value of the next six bits. The value goes to six bit accuracy if it was eight bits before. If the first two bits are 10 the green value is changed. And with 11 the blue value is changed. It is important to note that what starts off as a 24 bit colour can end up as a 18 bit colour (6+6+6 bits).

So the number of colours that can be displayed simultaneously is calculated as follows:

For taking the colour from one of 64 24 bit colour registers:

64 colours

For taking a 24 bit colour and modifying one of the three primary colours (r, g or b)

$64 \times 64 \times 3 = 12288$ colours

For taking a 24 bit colour and modifying it over two successive pixels (r&b/b&r, or g&b/b&g or r&b/b&r)

$64 \times 64 \times 64 \times 3 = 786432$ colours

For setting all three primary colour values over 3 successive pixels

$64 \times 64 \times 64 = 262144$ colours

So the grand total is

$64 + 12288 + 786432 + 262144 = 1,606,928$ colours!

It is hard to believe that Stevie Kennedy from Amiga Computing can give an incorrect description of how HAM8 works - especially when it basically works the same as HAM in earlier Amigas.

How many colours can the Amiga really display at once?

Angelo Bronchinetti takes a look at the theoretical capabilities, but let's count some other numbers. The new Amigas with the AGA chipset are capable of display screens with resolutions of up to 655360 pixels in all display modes, on a standard 1084 monitor. i.e. the number of colours is not limited according to the resolution of the screen as with the older models.

Even with the highest resolution possible (on an A2024) you would have at most 819200 colours, one for each pixel. Of course this wouldn't be much use if you had 819000 shades of red, and 200 colours for the rest of the spectrum. Like all computers, the Amiga allocates the bits of its palette equally to the red, green and blue components of a colour. 8 bits each for r, g & b gives a theoretical 16 million colours, generally considered enough for "true colour" real world representations. As Angelo

calculates, the Amiga is capable of a theoretical colour range of 1,606,928 colours, more than enough for a different colour for every pixel on the screen, but only a tenth of the colours needed for "true colour." In spite of this, HAM8 displays are described as "almost indistinguishable" from 24 bit displays.

Why?

How the picture looks depends on a lot more than the number of colours the computer thinks it is displaying. In fact the number of bits determines more the range of colours available than the extremes of the colours, and if your monitor is not adjusted well the range is just not visible. Adjustment of contrast, brightness and colour saturation, just as with a colour television, are critical. Too much brightness or colour saturation and what should be very dark becomes lighter, and what should be a range of light colours can become a

single shade. Too much contrast and the bright colours all turn to white, the dark colours to black. Too much saturation and pale pink from the computer becomes deep red on the screen, indistinguishable from a real deep red.

You also have to consider the ambient light you are viewing the screen in. Natural sunlight is what our colour perception is based on, incandescent light tends to be more yellow, fluorescent light tends to be more blue/purple. Any light with a colour bias will affect how you see the colours on the screen. Bright background light will tend to wash out colours on your screen - notice how much more intense the colours on your television look when you switch the lights off.

So the number of colours you see depends on how well your monitor is adjusted, and whether your monitor is even capable of the required contrast, brightness and saturation you need to display the colours your computer is trying to display.

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The AMOS Professional Compiler

Reviewed by Andrew Bednarz

After a long wait, the Amos Professional Compiler has arrived! The compiler takes your AMOS program and turns it into machine code which can be executed from Workbench/CLI. In the process it can speed your programs up a great deal as well!

Even if you don't have AmosPro you can compile Amos 1.36 and Easy Amos programs. For AmosPro users though, the compiler comes with the AmosPro v2.0 updater disk. After updating, it's time to install the compiler. Once the compiler is installed, we are ready to compile. Compiling is the easiest thing to do. There are three types of compiled programs.

CLI - This compiles the program so it can be executed from CLI/SHELL

WORKBENCH - Same as CLI, but adds an icon

AMOS - Compiles the program and puts the compiled program into a closed procedure. The produced program is then a normal AMOS program, but the procedure can not be opened and the program benefits from the new speed of the compiled commands. The Compiled Amos programs will only load into AmosPro, not Amos1.3 or EasyAmos.

A program can be compiled in five ways. First, by booting the compiler disk. This will simply load the compiler. There is also a CLI command which will compile your programs as well as an AMOS command! Amos

1.3 and Easy Amos users can only compile from CLI or directly from the compiler disk. AmosPro users can select the Compiler from the User menu. Alternatively, selecting 'Compile' from the User menu will take the current program which is being worked on, compile it in AMOS format and put in into a new window.

On loading the main compiler shell (an AMOS program that calls a hunk of machine code which does the actual compiling) you are presented with a variety of option. You can select the source, destination and type of program. The source can be:

Disk - Loads program off disk

Current - Program currently in the editor

List of Files - Asks for a list and compiles them one after another

The destination can be:

Editor Window - Compiles as AMOS and sends it to the Editor

Disk - Saves program on disk

There are also a number of options that can be set. These include compiler settings like whether the program should automatically send it's screen in front of the workbench screen, the program includes error messages, CLI programs should run in the background etc. Something new which is nice if you have heaps of memory is this; you can play IFF Animations and MED, Sound Tracker and Amos music while

the program is compiling. An important option is that you can specify whether you want the Amos Library to be compiled into the program, making a completely stand alone file, or if it should leave it out, requiring it to be on the boot disk. The advantage of leaving it out is that if you are going to compile a disk with lots of your compiled amos programs on it, you just need the amos library once, saving valuable disk space.

Overall, the compiler is a worthwhile expansion to Amos and greatly opens up the horizons for PD/Shareware programs. It is available for \$80 from MVB Computer Supplies, as seen advertised in Workbench. It is also available as an upgrade from the original compiler from Pacronics at \$60.

The compiler does its job, but how well?

Five programs were tested. These were a plasma generator, a vector routine, a rotating surface lit 3D box, a zoom utility and a fractal generator. First they were run under the Amos Professional Editor normally, then compiled as AMOS and run from the Editor as a machinecoded procedure.

<i>Program</i>	<i>Interpreted</i>
Plasma	1:23
Vector	1:21
D Box	0:56
Zoom	0:09
Fractal	0:09

<i>Program</i>	<i>Compiled</i>
Plasma	0:41
Vector	0:16
D Box	0:19
Zoom	0:03
Fractal	0:05

New Membership Fees

The A.U.G. has changed the way that memberships are structured.

All memberships now expire on the 31st of August each year.

If your membership is due to expire between now and July 1994, the following lists the amount to be paid.

<i>Expiry</i>	<i>Renewal</i>	<i>New member</i>
December	\$20:00	\$25:00
January	\$17:50	\$22:50
February	\$15:00	\$20:00
March	\$12:50	\$17:50
April	\$10:00	\$15:00
May	\$37:50/\$7:50	\$42:50/\$12:50 (optional)
June	\$35:00	\$40:00 (renews until august 1995)
July	\$32:50	\$37:50 (renews until august 1995)
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The Northwest Amiga Users Group's Expo was an outstanding success, thanks to the hard work and effort of the organisers and participants. Michael Granat, one of those participants, gives us a personal perspective of the event.

An Early Start

It was 8:30 a.m. on the first day of daylight saving when "the three Amigans" (John Clearson, Bob Toth and myself) arrived with our three Amigas at the Expo venue.

The Moonee Ponds Community Centre is an imposing building integrated into a local council complex. It's 1970's exterior of dark brick, glass and aluminium main doors serves as a cocoon for the much older and more attractive town hall ballroom within.

The huge main room has facilities for large functions, including lots of power points, and a kiosk and eating area. It was easy to get to (even from the other side of town) and parking space was plentiful.

On our arrival, we saw that the N.W.A.U.G. certainly had its act together. Each of the main external doors had a "pale blue sphere" Amiga Expo poster on it, people were watching the entrances for security, exhibitor badges were ready, crates of

power leads and power boards were at hand and the kiosk was well stocked and staffed by N.W.A.U.G. people.



No Shortage of Equipment

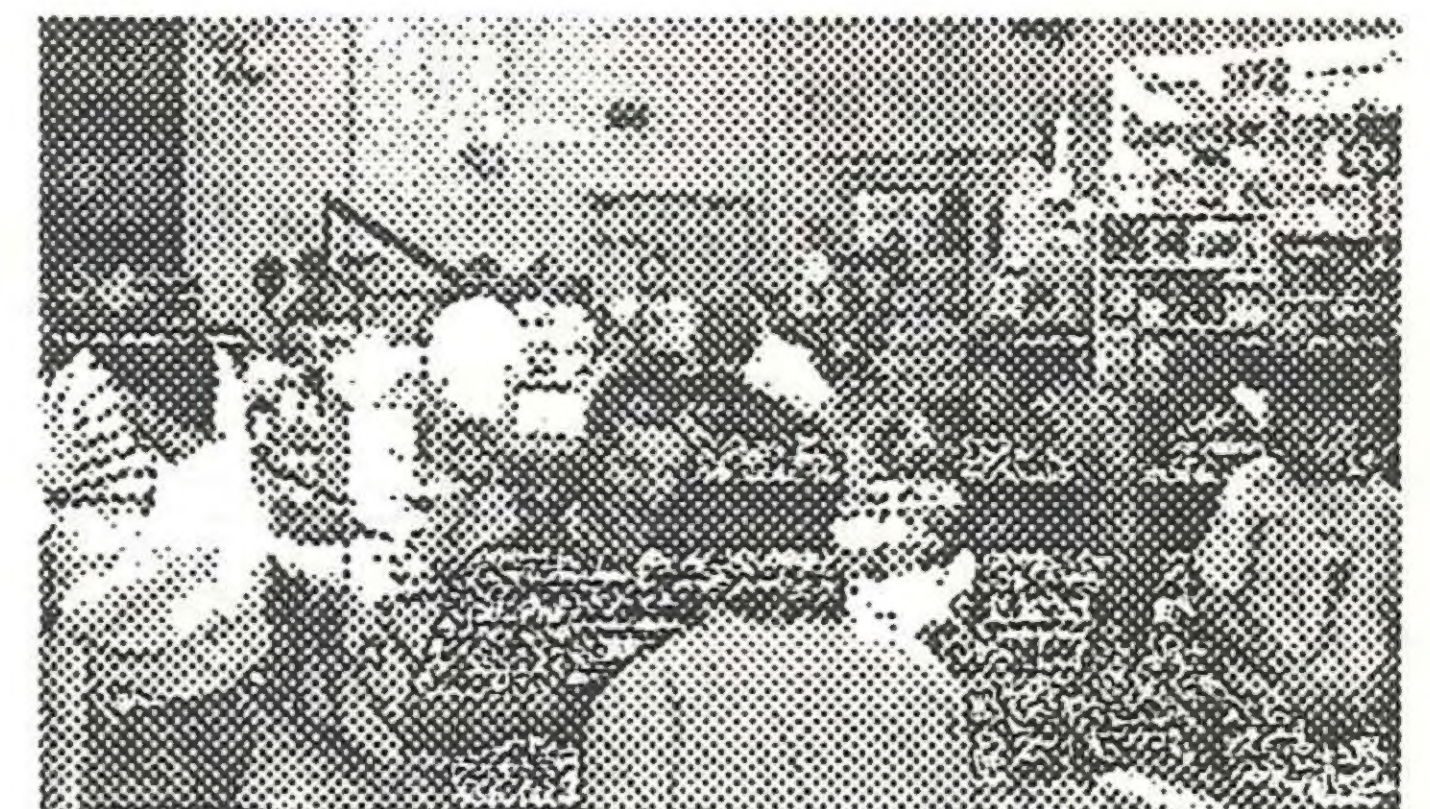
On our AUG table alone, there was a 4000/030 (with NEC Multisync 3D monitor - thanks to Alexander McCooke) a twin floppy drive 500 with Commodore 1084S RGB monitor, a 2000HD with an NEC 3D, an amplifier and mini speakers.

The 4000 ran SCALA multimedia presentations designed for use on an AGA machine, including a remarkable, photorealistic promotion done by Bob for the Hyatt On Collins hotel.

The 500 started with an "It Came From The Desert" demo illustrated and animated in Deluxe Paint III and later ran a NewTek multimedia demo that, although five years old, still puts most current non-Amiga efforts to shame. The 2000HD ran Amiga productivity software while playing Quasar Ginseng stereo music modules. DirWork (file manager),

PowerPacker Professional (program and data cruncher), ProWrite and Wordworth (word processors), Pagestream (publishing), The Works Platinum Edition (spreadsheet, database, word processor, communications package), Australian Graphic Atlas and Amax II+ (Macintosh emulator) proved that the Amiga means business.

To my right, at the next AUG table, was a member with his 3000, an NEC 3D, a CD-ROM, a Syquest removable hard drive and a flash ghetto blaster. His outfit was showing direct from hard disk scenes from Star Wars and The Blues Brothers, in wide screen (letter boxed) format and hi-fi stereo. Outstanding! All that was missing was the popcorn.



I was so involved in our area for the first hour or so that I only noticed the sterling AUG effort. Jim Berry rushed around helping out and selling Workbench magazines and memberships. Jeff Kirkland answered in-depth public questions. Alexander McCooke printed out forms and signed up members.

Checking it Out

Later on, I had an opportunity to wander from the AUG area and see what else was around.

Going clockwise around the hall first up was the Opal Technology display. They had the floor below stage left and ran an Amiga something without its cover (a 4000 probably) with devices hanging off it as if they had just docked with a space station. The audience were mesmerized at the sight of an Opalvision in the hands of a master, Rob Roy of Opal Technology. That a few thousand dollars worth of equipment can do what costs TV studios millions is a tribute to the Opalvision designers and the Amiga, which can still be used for other work and entertainment.



At stage right was MVB Computer Supplies who had a huge range of Amiga gear on display, including a CD 32 looking stunning with its output on an RGB monitor. How can a small, dark grey plastic box do so much?

Next up was Paul Johnson of HC Software, developer and distributor of the excellent Australian Graphic Atlas, selling that program far too cheap at the \$50 show price. I don't know how much the Windows version went for, but it is in a much bigger box and misses out on the wonderful AmigaVision multimedia display interface and on the

graphical power of Amiga. The spectacular, AGA machine prototype of Paul's Australian Graphic Atlas. was also on show.

Then there was international award winning Amiga animator John Rowe. His European Bit Movie '93 winner "Encounter" done on a Star Wars X-wing fighter battle theme was on show, at his table, as were his custom keyboard help and quick key overlays for Amiga graphics programs.

Next, I believe, was Dennis Nicholson showing the power of the Amiga for photographic retouching, and his skill at doing this.

To the left of the hall entrance was also an Amiga 4000 running colour Apple Macintosh software faster than a speeding Mac, by way of the hardware dongle to end all dongles, the Emplant board.

Just outside the door, in the main foyer, sat N.W.A.U.G. people organizing the sale of entry tickets.

In the foyer, was an interactive, Amiga powered information system, linked to several telephone hand sets in a voting booth style series of linked partitions. This was developed and supplied by Alan Watson of Interacta Computer systems.

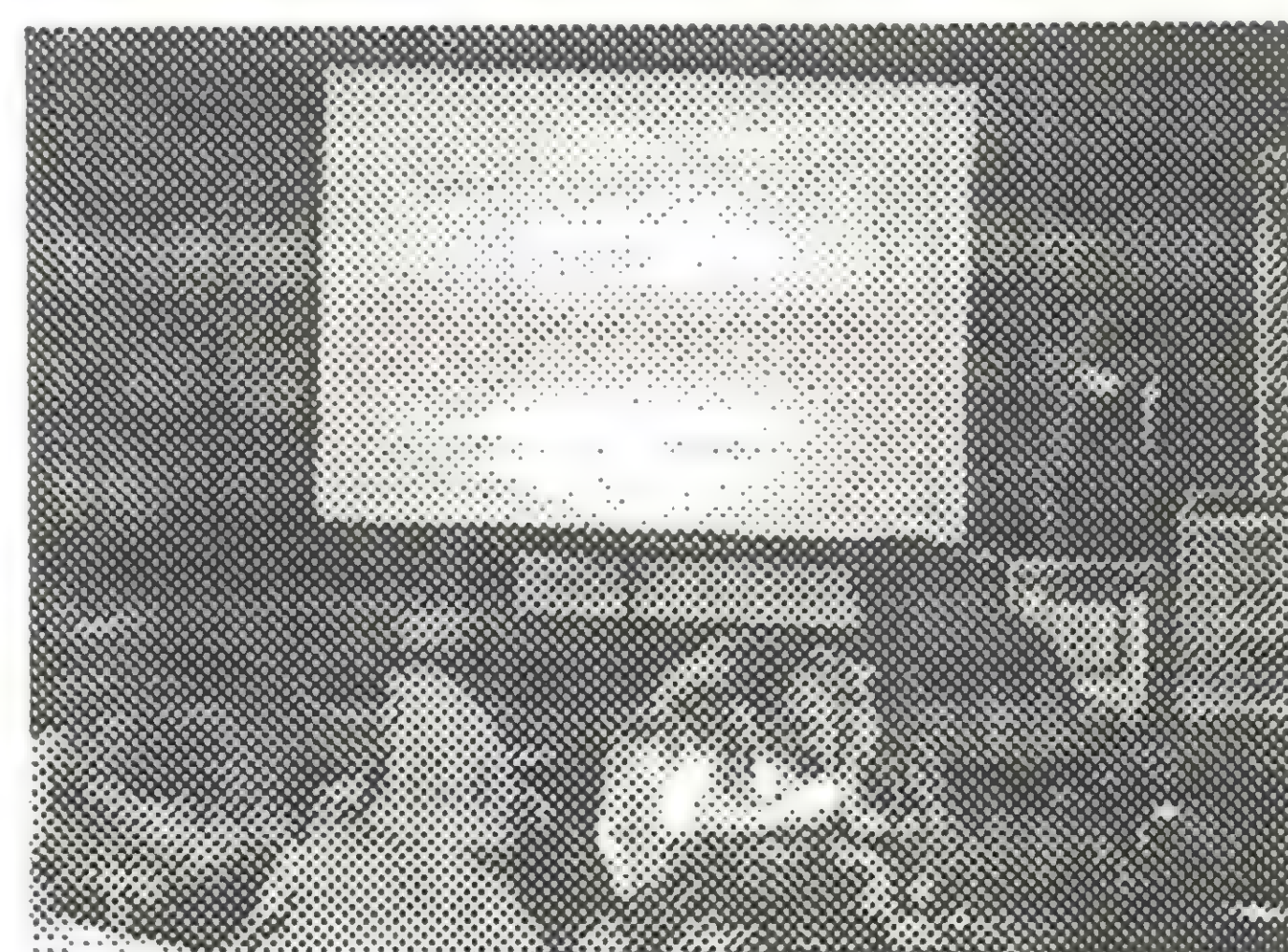
This system seemed to be such a natural part of any major civic complex that it wasn't until after the Expo had ended (and it had disappeared) that I realized

that it was another example of Amiga at work. I would have given it a try had I known.

Six Different Seminars

In another area of the building, a range of seminars went all day.

TV Graphics did a fascinating seminar on doing video and graphic work with Amiga.



Quasar Distributions gave an introduction to an amazing file management and system control program, the yet to be released DirWork Version 2 by Chris Hames.

Jeff Kirkland provided a valuable introduction to the Amiga for beginners.

Hugh Leslie gave a seminar on the power and versatility of Amiga desktop publishing.

John Rowe ran overtime in his very popular seminar on the Amiga and animation production.

Barry and Peter of Peripheral World gave their seminar on the Emplant (almost everything emulator) board, running Macintosh colour programs and on the EGS Spectrum, an impressive, high speed 24 bit

graphics board.

Even More to See

Back to the hall, and along the Mount Alexander road side (inside) wall were a number of Amigas set up for people to try.

At the entrance door there was an Amiga setup with a touch screen, allowing people hands on practical use of an Amiga, as an Expo information setup. Produced by Simon Shead using Scala.

Australian Commodore and Amiga Review presence was made (Michael Spiten), with back issues and subscriptions available.

Further over, the Virtual Reality machine in the corner (an Amiga 3000 "tower"?) lured many into its world of squared off graphics and chunky Pterodactyls. Although entrancing and most enjoyable to use, the days of "Lawnmower Man" 3D graphics are still a few years off.

Then came a row of tables backed by huge banners. The Australasian Amiga Developers Association showing some of the outstanding software and hardware development done in this country for the world. I must say that I feel considerable pride in the fact that many of the finest Amiga programs, boards and peripherals are from our region.

Next was the table designated in October Workbench as T.B.A.

We now know this to be code for To Be Arnie. The Software Buyers Service, with Arnie and Fran Robbins and Tony Figalo were flat out selling sought after Amiga productivity software and hardware, including the unique Video Backup System (backs up your hard drive to a videocassette!) at low prices while helping with all sorts of general Amiga enquiries.



In front of a banner for the newly launched and rave reviewed PC-Task were the closely related Quasar Distribution and Mithril Press. Amiga entrepreneurs Justin Deeley and Peter Fregon with Leanne Taylor, developers Chris Hames, and Robert (Ginseng Mod) Wells and friend Kirsten played stereo music modules, demonstrated the upcoming version of DirWork (it even controls genlocks) and the new PC-Task (running Microsoft Windows) while a disembodied hand controlled a video camera. New product, Justin? "Ami Hand Professional"?

In the centre of the room was Computa Magic with a huge display of Amigas, running and in boxes and software, ready to go at discount show prices.

Next to them was Another World Computer Centre with more new games laid out on one table than I had ever seen. I'm sure that they sold other Amiga gear, but I was too busy viewing all those colourful boxes to notice.

Huge Public Response

From the moment the doors opened to the public at 10 a.m., we were besieged by fascinated and fascinating people of all kinds. Many new members were signed up for the AUG and many memberships renewed.

Two quite separate incidents stay in my memory from the day.

Mac Users Amazed

Early in the afternoon, two men and a woman from an advertising graphic design house arrived and stopped in their tracks in front of my 2000HD as it displayed a series of pictures using DirWork. "Amazing resolution." said one. "So fast." said another. "What kind of computer is this?" said the third. In spite of the huge AUG banner behind me, I explained that this is indeed an Amiga, made by Commodore (the invisible computer manufacturer). I then explained the speed advantage of its custom sound and graphic chips and its true multitasking ability.

They were surprised when I showed Mac, PC and Amiga format floppy disks all done on the same machine. "I used to

format Atari ST too, but no-one bothers anymore."

I asked them if they'd like to see it run Macintosh. They nodded in unanimous agreement. Two clicks on the "A-max Startup" icon and their faces glazed with shock as they were welcomed to Macintosh on the Amiga.



"The slowest way to run Macintosh software is on a Macintosh" I said, as I opened a pagemaker document and ran a Microsoft Word print preview. "That's the fastest Mac I've ever seen." said one "I don't believe it." said another. "It's like greased lightning." said the third "... what processor does it use?".

"A Motorola 68000 half MIP chip." I replied, "Developed in 1979. The same as the original Mac had in 1984." They were stunned. They run 68020 and 68030 powered Mac LCs. As the disbelief wore off they and the Amiga cost/performance advantage sunk in, they swore to upgrade their Macs to Amigas running Mac.

PC Users Speechless

Towards the final moments of the Expo, a computer science student and programmer friend,

named Goran Ilic, arrived with a friend. I had been trying to convince him for months to not buy an IBM compatible before he tried working with an Amiga.

They stood in awe as I put the 2000HD through its paces. "What speed is this processor, 60 megahertz?" said Goran, used to Intel chips. "Seven megahertz." I replied. He sat down, stunned. To prove this, I ran Nic Wilson's SysInfo. "It's the slowest Amiga - point 03 the speed of the 4000/040." I said. "This does 4096 colours, the new ones do 16.7 million."

They left well after closing time. Goran saying "I have to tell people about the Amiga. Now I have seen one I have to get one. An IBM is not good enough."

Another convert hit the streets. The Expo had done its job.



The End at Last

About 6:30 p.m., still buzzing from the enthusiastic response from Exhibitors and public, we shut down, packed up and went home.

What a shame that Commodore wasn't there to learn how to market the world's best desktop computer system - by

demonstration and with enthusiasm.

Thanks to Frank Lowe, the N.W.A.U.G., the exhibitors and the public for a great day at a good venue.

If I've got any details wrong or forgotten anyone, sorry. It's the best I could do on a busy day without taking notes.

Eratum

There was a publishing glitch with the Bridgeboard scripts article last month. In the IBM script, several references to d:\bridge.scr, d:\bridge.fin etc were printed as d:ridge.scr, d:ridge.fin.

Apparently the DTP program used for Workbench interpreted the MS-DOS backslash (\) as a formatting command character, and both it and the next character were lost in the printing. We apologise for error.

PD Library

The PD Library now carries

"MegaDisc"

Australia's No. 1 disk based magazine is now available to AUG members at the special price of:

\$16.00

(\$2 off RRP)

New PD Pricing

On your own Disk

\$1.00

On our Disk

\$2.00

Calendar

Wednesday	Nov 17	NWAUG Meeting
Sunday	Nov 21	Holmesglen Meeting
Monday	Nov 22	Music SIG
Wednesday	Dec 1	NWAUG Meeting
Tuesday	Dec 14	SEAUG Meeting
Wednesday	Dec 15	NWAUG Meeting
Sunday	Dec 19	Holmesglen Meeting

Carols for the Muso's by Norm Christian

A friend of mine always has some neighbours in at Christmas time to sing carols, so I decided to make a video for her to use. This involved selecting 16 well-known carols and playing them in groups of 8 into the song memory of my Yamaha PSS-51 keyboard. I then dumped each group to the computer as a system exclusive file. Next I used Deluxe Paint to make a series of pictures including some fancy title screens and words for the carols; these were arranged as a slideshow with each picture cued in by the spacebar.

I was then able to make a very effective video by combining the music with the pictures. As this took up an enormous amount of time, I thought it would be a good idea to make this and other material available to members. There are at present more than 20 members who own the same keyboard as myself and the disks would be ideal for their use. Those who have different keyboards would either have to play their own tunes or edit suitable Bars and Pipes files. Two disks are available as follows:

1. "Norm's music".

Contains 4 system exclusive dumps, each of which will load 8 songs, plus 10 Bars & Pipes songs for the PSS-51 - a total of 42 songs. This is a bootable disk (1.3 Rom) with full instructions.

2. "Carols".

Not bootable. Needs a workbench with some special files which are provided - best if used in conjunction with Disk 1. Totally icon driven with full instructions to either run as a slideshow with music, or to make your own Christmas video. Those who do not own the requisite keyboard can still get enjoyment from the slideshow if they can play or sing the carols. These discs are now both available on the Amiga Central BBS. They will also be obtainable from the PD library. Merry Christmas, all, and have fun !

PS. Owners of the Yamaha PSS-51 may be interested to know that I have many good music files for Bars & Pipes which have been extensively edited for that keyboard and are available on request. They can be easily converted to MIDI format for use by Atari or IBM sequencers.

Holmesglen AUG meetings are held on the the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held on the first and third Wednesday from 7.30 p.m. on the first floor of the Essendon Community Centre, corner of Mt.Alexander Road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

South East AUG meetings are held on the 2nd Tuesday of each month from 7.00 p.m. in the Cheltenham Hall, corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

Music SIG meets at varying locations on the day after the Holmesglen meetings. Contact the SIG Convenor at the number given in SIG reports for details.

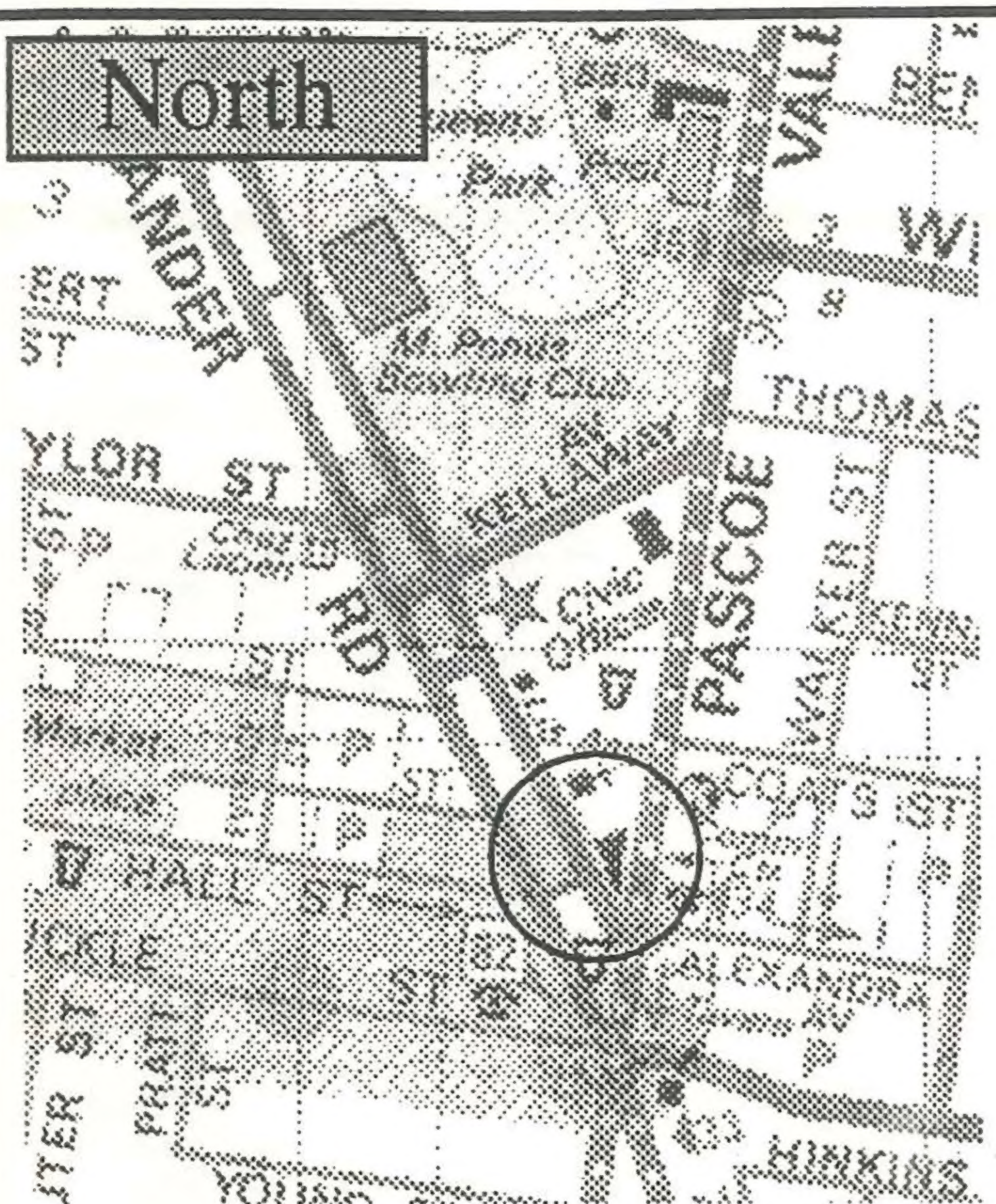
Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG reports for the location of the next meeting.

If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members are encouraged to use this calendar for local events.

Event Organisers!

The dates in the calendar are based on information provided to us. If the dates are incorrect or changed, please advise the editor as early as possible to ensure updating of the calendar.

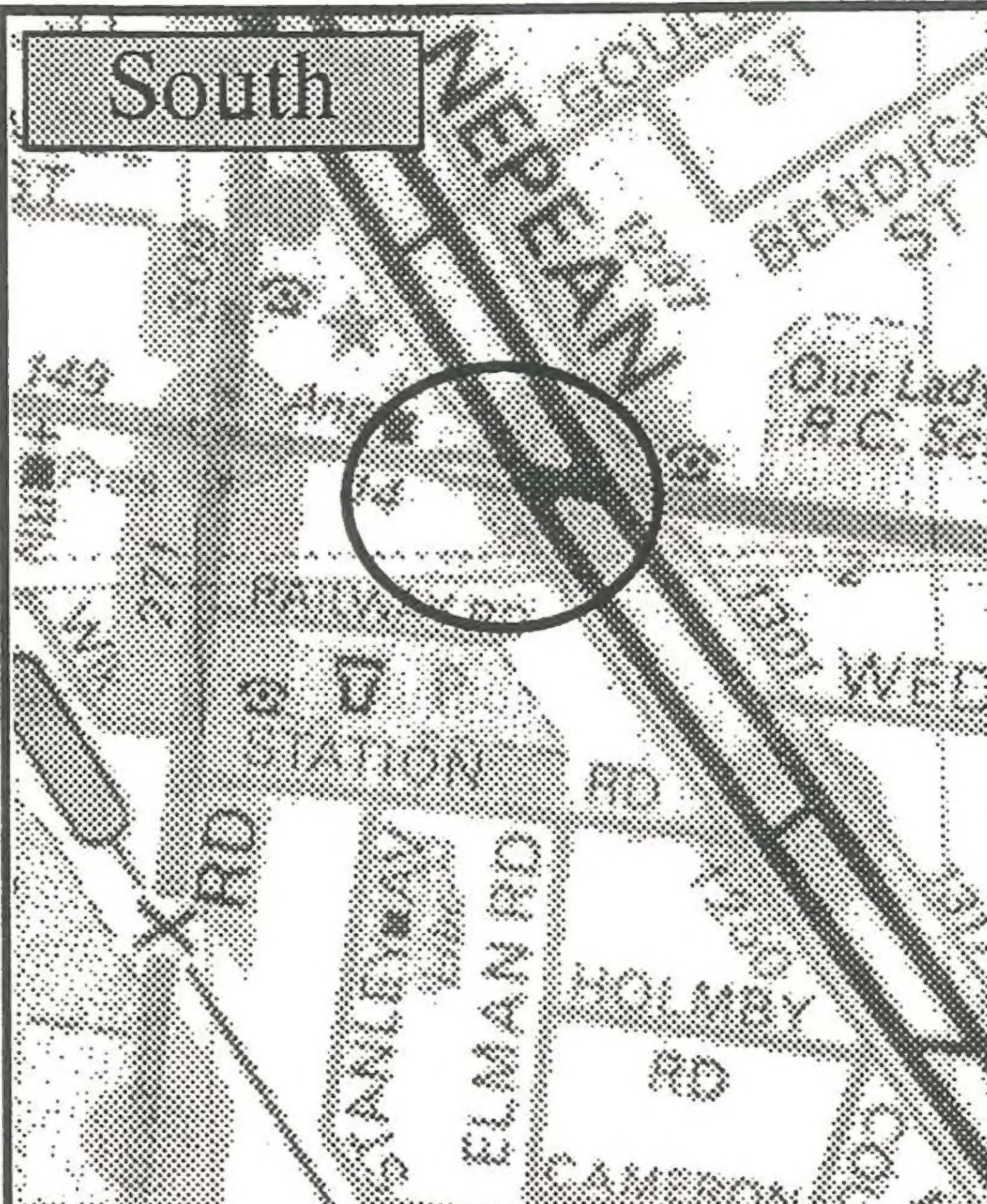
North



North West AUG meets
on the first floor of the
Essendon Community Centre
every 3rd Wednesday
from 7.30 pm

Melway Map 28 Reference - J 7

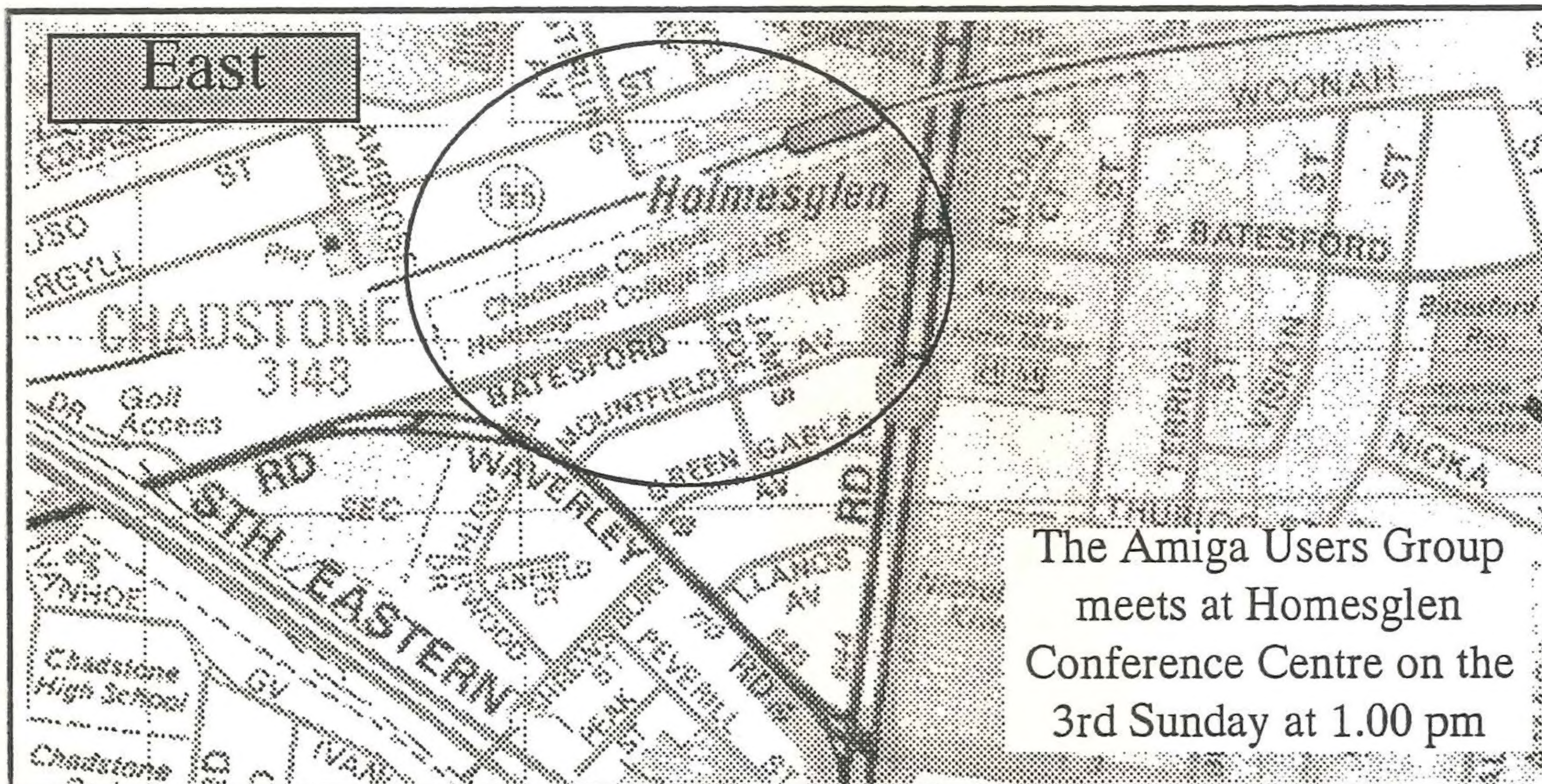
South



South East AUG meets
at the Cheltenham Hall
on the 2nd Tuesday of
each month from 7.00 pm

Melway Map 86 Reference - J 1

East



The Amiga Users Group
meets at Homesglen
Conference Centre on the
3rd Sunday at 1.00 pm

Where To Find Us:

Application for Membership of The Amiga Users Group Inc. Membership is \$30 per year plus an intial \$5.00 joining fee.

Send your cheque to: Amiga Users Group Inc., P.O. Box 684E, Melbourne 3001

Surname: _____
First Name: _____
Address: _____

Postcode: _____ Phone Number: _____
Where did you hear about AUG: _____

Year of Birth: _____
Which model Amiga: _____
Occupation: _____
Interests: _____

Which group do you attend: _____

Signed: _____

Date: _____

If admitted as a member I agree to abide by the rules of the Association for the time being in force.

Club Use Only

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